

CHAPTER 1021

POSSESSION AND STORAGE OF GAME OR FUR-BEARING ANIMALS AND PELTS

H.F. 2343

AN ACT relating to possession and storage of game or fur-bearing animals and their pelts and including penalties.

Be It Enacted by the General Assembly of the State of Iowa:

Section 1. Section 481A.57, Code 2016, is amended to read as follows:

481A.57 Possession and storage.

A person having lawful possession of game or fur-bearing animals or their pelts, ~~except deer venison, may hold them for not to exceed thirty days after the close of the open season for such game or furbearers. A person having lawful possession of deer venison which is lawfully taken by that person with a valid deer hunting or trapping license, may hold, possess, or store the deer venison game or fur-bearing animals or their pelts in an amount that does not exceed the possession limit for the game or fur-bearing animal, from the date of taking until the following September 1 day before the first day of the next open season for that game or fur-bearing animal. From September 1 until the first day of the next deer open season for which the person holds a valid deer hunting license, the person shall not possess more than twenty five pounds of deer venison. Any person may possess up to twenty-five pounds of deer venison if the deer was obtained from a lawful source. A permit to hold for a longer period may be granted by the department.~~

Approved March 23, 2016